

Private Treasures

0) Players agree on a world. Mechanisms are borrowed from any existing game.

1) Players define:

- A **neutral** space
- For each player, a closed space called **garden** and, inside it, a private space called **house**.

The game uses:

- **Impediments:** Riddle, ordeal, etc.
- **Doors** and **Keys:** A door needs a key. Example: The troll (door) wants an apple(key) to be quiet.

2) Preparation:

Each player creates his own spaces: Behind a *door*, hide a **treasure** in the *house*. Write the *key* on a paper post.

All *keys* are mixed (text hidden) and distributed.

Hide the keys you've got in your *house* and protect them with new *doors*. Generate new *keys*.

Mix and distribute them.

Hide the keys in your **garden**, protected with new doors and keys.

Those keys, mixed, form a **heap**.

Add impediments and useless keys at any stage!

Doors can need more than one key.

The neutral space is built collectively. Only *impediments* are used there.

3) Game:

Get the *treasures*!

In the **neutral space**, an overcome impediment gives a *key* from the heap. The story is built collectively.

In a **player's space**, that player becomes game master. (His character doesn't play).